

# Warforged Components

Additional Item Options

Unlike other races, warforged are intentionally created by mortal hands, purpose-built with their functions well in mind. To better tailor a warforged to their particular job, the artificers of House Cannith (and other, less scrupulous inventors) have created a wealth of components. These magical items directly upgrade a warforged's form, improving their purpose by modifying their being.

The vast majority of the magical items included here are exclusively for warforged, and fail to function properly for the more traditional flesh-and-blood mortal races. This collection is intended as an expansion for the warforged components found on pages 120-122 of the *Wayfinder's Guide to Eberron*, and catalogues many components present in previous editions.

## Alchemical Defense Nodes

*Wondrous item, rare or very rare (requires attunement)*

A curved mithril bar with a trio of apertures, each wide enough for the neck and half the body of a potion bottle. This item can only be attuned by a warforged, which must integrate this item into their upper back to do so. Breaking attunement to this item takes one minute, and also ends its integration.

Over the course of a short or long rest, an attuned creature can load up to 3 consumable potions into this item. Any consumable potion loaded into this item can be consumed by the attuned creature by using a bonus action instead of an action. Potions loaded into this item do not require being held in a hand to be consumed.

Further, if this item is of very rare quality, you can designate a single potion loaded into this item to be a failsafe. When you are reduced to 0 hit points, you can immediately drink the failsafe potion as a reaction, gaining its effects. Once the failsafe has been activated, it will not function again until the next dawn.

## Alchemical Launcher

*Wondrous item, uncommon (requires attunement)*

This spingloaded armpiece attaches to the outer forearm of a warforged, and as such can only be attuned and integrated by a warforged. A creature attuned to this launcher can use any thrown alchemical items (such as alchemist's fire, acid, or bombs) with a bonus action rather than an action, doubles the distance these items can be thrown, and adds their proficiency bonus to attack rolls made with these items.

Breaking attunement to this item takes one minute of effort, after which this item is no longer integrated.

## Arachnid Chassis

*Wondrous item, rare (requires attunement)*

These experimental arachnid legs integrate with a warforged to replace their entire lower torso, and as such only warforged can attune with them. While attuned and integrated, a warforged gains a climbing speed equal to their normal movement speed, allowing them to move up, down, and across vertical surfaces and upside down along ceilings, while leaving their hands free.

Breaking attunement to this chassis is an arduous process involving an hour's worth of effort, which removes it from being integrated and restores the warforged's original torso.

## **Armbow**

*Weapon (shortbow, light crossbow, or hand crossbow), uncommon (requires attunement)*

An *armbow* is designed to integrate with the forearm of a warforged. A warforged can attach an *armbow* by attuning to it. An attached *armbow* cannot be disarmed or removed from you against your will, but you cannot use your hand for other actions while the *armbow* is attached. You can break attunement and remove an *armbow* by taking one minute to do so.

An *armbow* can magically generate its own bolts or arrows when used, negating the loading property on any weapon that is an *armbow* and loading ammo automatically. An *armbow* deals force damage instead of any other damage type. Additionally, any sort of magical shortbow or hand crossbow could be made as an *armbow*, such as an *armbow of warning* or a *vicious armbow*, adding their effects to those already present on the *armbow*.

## **Arm cannon**

*Weapon, very rare (requires attunement)*

The *arm cannon* is the pinnacle of warforged weapons technology, and is crafted to integrate with the forearm of a warforged. A warforged can attach an *arm cannon* by attuning to it. An *arm cannon* cannot be disarmed or removed from you against your will, as long as it is attached to you. Removing an *arm cannon* requires using one minute of effort to break attunement to it.

An *arm cannon* is a martial ranged weapon with the ammunition and reload (50 shots) properties, and an attuned creature has proficiency with it. An *arm cannon* can be reloaded with energy cells, has a range of 30/120 feet, and deals 3d6 radiant damage on a hit.

## **Battlefist**

*Weapon (battlefist), uncommon*

A battlefist is a articulated metal gauntlet that acts as the basis of a body-wide enhanced combat system, allowing you to upgrade yourself with an immense amount of complexity. Installing a battlefist in place of an arm (as either a warforged or other humanoid) allows you to gain levels in the augmented class, found on the DM's Guild.

## **Battlevisor**

*Wondrous item, rare (requires attunement)*

This sleek visor takes the form of a metal crossbar with two slits that travel across the eyes. Only a warforged can attune to this item, which requires integrating onto their head. An attuned creature gains darkvision out to 60 feet. Breaking attunement requires a minute of effort, which also ends integration.

This visor has 4 charges. A creature attuned to this visor can expend one of these charges to cast one spell out of *detect magic*, *identify*, or *see invisibility* without expending spell slots or material components. The visor regains 1d4 charges every day at dawn.

## **Behemoth Belt**

*Wondrous item, rare (requires attunement)*

A belt made of interlocking gold plates with a large ruby in the center. Only a warforged can attune to this item, and doing so requires integrating it into the warforged's waist. Attunement can be broken with one minute's worth of effort, which also ends integration with the belt.

This belt has 3 charges. As an action, a creature attuned to this belt can use one of these charges and enlarge themselves, as if they were affected by the enlarge portion of the *enlarge/reduce* spell. This enlargement lasts for a minute. A creature can only be enlarged once in this way at any one time. At dawn each day, the belt recovers 1 charge.

### **Camouflaged Compartment**

*Wondrous item, uncommon (requires attunement)*

A hidden extradimensional compartment that can be built into a warforged. Only a warforged can attune to this item, which integrates into their chest cavity as a part of this process. Breaking attunement to this item takes one minute of effort, which also ends its integration.

The opening to this compartment is 6 inches in diameter, and the compartment itself can hold up to 250 pounds of supplies, which are weightless as long as they remain within the compartment. The compartment seals shut and is difficult to find. Any Investigation check made to find the compartment is made with disadvantage, against a DC of 17.

Placing a *bag of holding*, *portable hole*, or similar within this compartment immediately destroys both items, creating a gate to the Astral Plane where the items were placed within each other. All creatures within 10 feet of the gate are brought through to a random location on the Astral Plane, after which the gate closes. The gate is one-way, and cannot be reopened.

### **Command Circlet**

*Wondrous item, rare (requires attunement)*

This gold band is designed to fit over the head of a warforged. Only a warforged can attune to this item, requiring it be integrated into their head. Breaking attunement to this item requires a minute of effort, which also ends its integration.

An attuned creature gains the ability to communicate telepathically with creatures it can see within 100 feet of itself, with whom it shares a language. The circlet has 4 charges, and an attuned creature can expend one of these charges as a bonus action to remove the frightened condition from a creature it can see within 100 feet. The circlet regains 1d4 charges every dawn.

### **Delver's Light**

*Wondrous item, common (requires attunement)*

A brilliant yellow gem that glows with a faint inner radiance. This item can only be attuned by a warforged, requiring that it be integrated into that warforged's head or chest. Breaking attunement with this item requires one minute of effort, which also breaks its integration.

A creature attuned to this item can use a bonus action to shine either dim or bright light in a 50 foot radius, or to shine either bright or dim light in a 100 foot cone. The light can be turned off by using another bonus action to do so.

### **Disk of Energy Resistance**

*Wondrous item, uncommon (requires attunement)*

A small gilded ivory disk, embedded with gemstones. Only a warforged can attune to this disk, and must do so by integrating it into their chestplate. Ending attunement to this disk takes one minute, and also ends this integration.

While a creature is attuned to this disk, it gains resistance to one type of damage associated with the disk. This can be acid, cold, lightning, fire, or thunder, depending on the disk.

### **Essence of the Guard**

*Wondrous item, uncommon (requires attunement)*

A dull copper disk, inset with an unblinking eye. Only a warforged can attune to this item, which requires integrating it into the warforged's chestplate. Ending attunement takes one minute, and also ends this item's integration.

A creature attuned to this item is proficient in Perception and Insight, and adds double their proficiency bonus to these skills in place of the normal bonus.

### **Essence of the Jungle**

*Wondrous item, uncommon (requires attunement)*

A small silver triangle, engraved with a scene from the jungle Xen'drik. Only a warforged can attune to this item, which requires integrating it into the warforged's chestplate. Ending attunement takes one minute, and also ends this item's integration.

A creature attuned to this item is proficient in Athletics and Survival, and adds double their proficiency bonus to these skills in place of the normal bonus.

### **Essence of the Scout**

*Wondrous item, uncommon (requires attunement)*

A dark metal disk with an engraving depicting a hooded figure. Only a warforged can attune to this item, which requires integrating it into the warforged's chestplate. Ending attunement takes one minute, and also ends this item's integration.

A creature attuned to this item is proficient in Stealth and Sleight of Hand, and adds double their proficiency bonus to these skills in place of the normal bonus.

### **Gauntlets of Excavation**

*Wondrous item, uncommon (requires attunement)*

Twin gauntlets made of battered pig-iron with wide shovel heads retracted up against each, designed to attach to the forearms of a warforged. Only a warforged can attune to this item, and must integrate it into themselves to do so.

While attuned, this item can be activated (or deactivated) with an action, causing the shovels to unfold and cover the attuned creature's hands, occupying them. While activated, the attuned creature can spend 10 minutes of effort to displace 15 cubic feet of dirt or 5 cubic feet of stone. The attuned creature's Strength score is 20 for this purpose, unless its Strength is already greater. These gauntlets can only be used to dig for a total of 1 hour each day, which need not be consecutive.

Additionally, while active, the shovel blades on each hand count as two separate natural weapons, with which an attuned creature has proficiency. These weapons have the light and finesse properties, and deal 1d4 slashing damage on a hit.

Breaking attunement with this item requires one minute of effort, which also removes them from being integrated.

### **Iron-Tooth Girdle**

*Wondrous item, very rare (requires attunement)*

This band of two rows of saw-like teeth resembles a bear trap, and can only be attuned by a warforged, who must integrate this item into their waist to do so. While integrated and attuned, this girdle splits the waist of the warforged open, transforming their midsection into a gigantic toothed maw. Ending attunement requires an hour of effort, and breaks integration.

This girdle grants the attuned creature a bite attack, which is a natural weapon that the attuned creature is proficient with. This bite that deals 3d6 piercing damage on a hit, deals a critical hit on a roll of 19 or 20, and has advantage on attack rolls made against any target that is grappled by the attuned creature.

### **Jewels of Dazzling Light**

*Wondrous item, rare (requires attunement)*

These vibrant multicolored gems are designed to be embedded in the forearms of a warforged, and can only be attuned by a warforged, who must integrate them to do so. An attuned creature can cast the

*dancing lights* and *minor illusion* cantrips. Any spell cast from this source that requires a saving throw uses 15 as its DC.

Further, these jewels have 6 charges. The attuned creature can use 2 charges to cast *color spray*, or 3 charges to cast *daylight* or *enthrall*, without expending spell slots or material components. These spells are cast at their lowest possible spell level. The jewels regain 1d4 + 2 charges every day at dawn.

### **Scorpion Brand**

*Wondrous item, rare (requires attunement)*

This six inch square plate of steel is branded with a scorpion in its center, and rimmed with an edge of gold. Only a warforged can attune to it, integrating it into their chest as part of attunement. Ending attunement requires a minute of effort, and breaks integration.

A creature attuned to this item can use a bonus action on its turn to produce or retract a large, mechanical scorpion tail from their torso. This tail is a natural weapon with which the attuned creature has proficiency, and that has the finesse and reach properties. If an attack with this tail hits, it deals 1d8 piercing and 1d6 poison damage. Damage from this tail ignores resistance, but not immunity.

### **Seal of Longstriding**

*Wondrous item, uncommon (requires attunement)*

A blackened mithril disk, emblazoned with silver runes, a favorite of warforged scouts. This item can only be attuned by a warforged, which must integrate it into their chest to do so. Breaking attunement requires a minute of effort, and ends the seal's integration.

This seal has 3 charges. An attuned creature can use one of these charges to cast *longstrider* as a 1st-level spell, targeting itself, without expending spell slots or material components. The seal regains 1d4 – 1 charges every day at dawn.

### **Somatic Cables**

*Wondrous item, uncommon (requires attunement)*

This mass of adamantine cables can only be attuned by a warforged, which involves integrating them into the warforged's chest. While integrated, the cables remain inside the warforged unless the warforged begins casting a spell that requires a somatic component, whereupon the cables extend for the duration of the spell's casting and begin writhing in complex arcane patterns. A warforged that is attuned to these cables does not require the use of their hands to make somatic gestures while casting a spell, freeing their hands to perform other functions during spellcasting.

Breaking attunement with these cables requires one minute of effort, after which they are no longer integrated.

### **Spiked Soles**

*Wondrous item, uncommon (requires attunement)*

A set of large metallic footpads, each containing a series of retractable spikes. Only a warforged can attune to this item, and by doing so integrates them into the sole of each of their feet. Breaking attunement to this item requires one minute of effort, and doing so also removes this item's integration.

A creature attuned to this item has a climbing speed of 25 feet, unless they already have a greater climbing speed. Additionally, as a reaction when subjected to forced movement, an attuned creature can choose not to move. If it does so, however, it can move no more than half its speed on its following turn.

### **Spring-Heeled Boots**

*Wondrous item, uncommon (requires attunement)*

These boots possess a set of internal springs that are tightly wound. Only a warforged can attune to these boots, which requires integrating with them, replacing the warforged's lower legs with the boots. Breaking attunement to these boots requires one minute of effort, after which the boots are no longer integrated and the warforged's original lower legs are back in place.

These boots have 6 charges. On its turn, a creature attuned to these boots can expend one of these charges with no action. Until the end of that turn, the creature's jump height is tripled. Each day at dawn, these boots regain 1d4 + 2 charges.

### **Stone of Internal Fire**

*Wondrous item, rare (requires attunement)*

This highly-polished, rust-colored stone is a little smaller than the size of a fist. Only a warforged can attune to this stone, and must do so by swallowing it, integrating it into their person. Breaking attunement to this stone requires a minute of effort, after which it naturally removes itself out of the warforged's mouth.

This stone begins to glow red hot within an attuned creature, and gives off an immense cloud of pressurized steam that sometimes leaks through the attuned creature's joints. The stone has 4 charges. On its turn, the attuned creature can use an action to expend one of these charges and open its mouth, producing a billowing cloud of steam in a 60 foot cone and making a sound like a shrieking steam whistle that can be heard up to 300 feet away.

This cone of steam spreads around corners, and its area is heavily obscured. The steam lasts until the end of the attuned creature's next turn, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature that starts their turn in this cone of steam or moves into it on their turn must make a Constitution saving throw against a DC of 15. On a failure, they take 2d8 fire damage and are blinded until the start of their next turn.

Each day at dawn, this stone regains 1d4 charges.